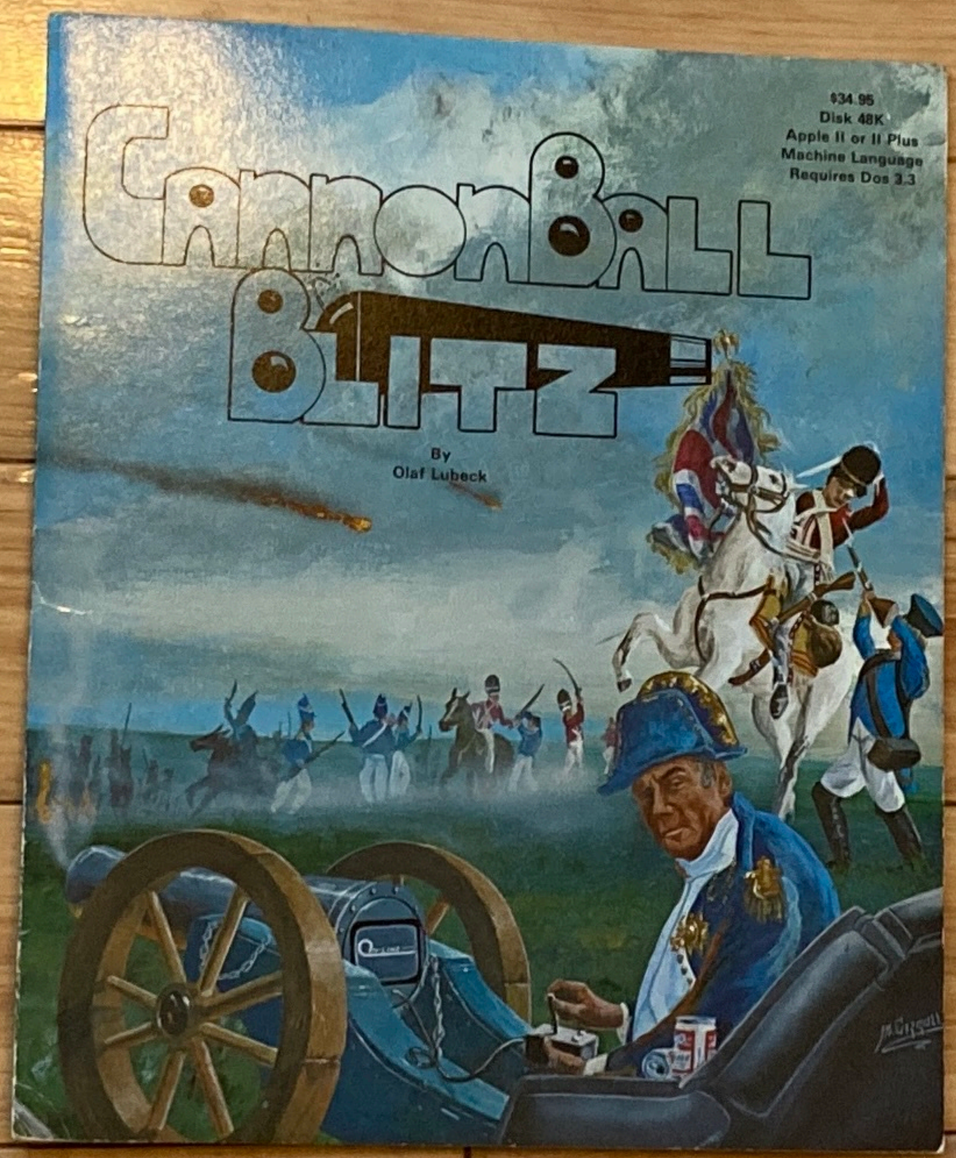

UTILITIES

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48K APPLE II/II+ DOS 3.2 or 3.3

PRICE $119.95

MMS II
MMS II is a new utility that relocates APPLE's disk operating system (DOS) onto your 16K memory expansion board. Once DOS is relocated, the memory, an additional 10,700 bytes, becomes available for your use (Imagine! A 75K APPLE). DOS is still active but it no longer takes up precious memory. Now you can use that extra memory to run or develop larger APPLESOFT or machine language programs, store more information in memory, or create larger arrays. MMS II also works great with EXPEDITER II+ to help compensate for any memory you might lose after compiling.
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32K ATARI 400/800

PRICE $39.95

SPEED/ASM
Imagine being able to simulate common basic Statements and execute them this easy .....

```
BASIC:                SPEED/ASM:
10 FOR I = 1 to 10          JSR FOR
20 PRINT I                  ADR I, 1, 10
30 NEXT I                   JSR PRTINT
                            ADR I
                            JSR NEXT
```

SPEED/ASM is a powerful new assembly language development tool that gives the BASIC programmer power to build complex assembly language programs. SPEED/ASM is a set of subroutines used to simulate BASIC. In developing an Assembly language program. Thirty-nine pages of well-written, informative documentation explain how you can use SPEED/ASM (and your knowledge of BASIC) to make programs of professional quality, quickly and easily. SPEED/ASM is an independant Assembly language subroutine package. Due to this, SPEED/ASM Programs produced on an APPLE Computer would be compatible with ATARI SPEED/ASM and vice-versa. Also, it is not necessary to own a "LISA" assembler in order to operate SPEED/ASM.
48K APPLE II/II+ DOS 3.3

PRICE $39.95

Available at your local computer store or order directly from

ON-LINE systems
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COARSEGOLD, CA 93614

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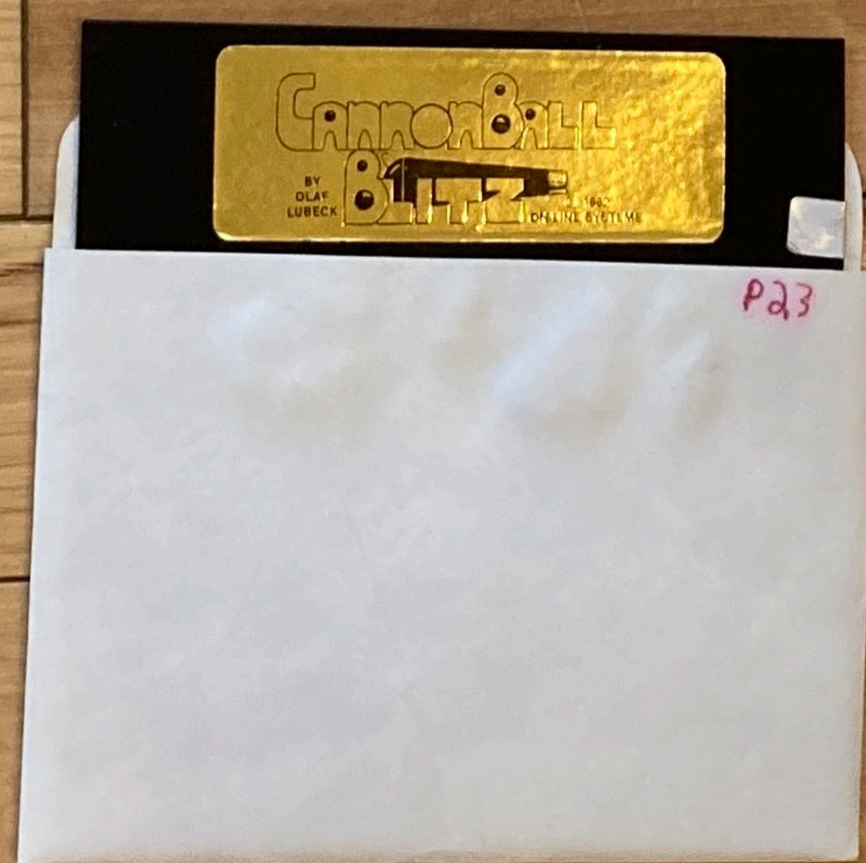

CANNONBALL BLITZ

By
Olaf Lubeck

$34.95
Disk 48K
Apple II or II Plus
Machine Language
Requires Dos 3.3

BASIC:
10 FOR I = 1 to 10
20 PRINT I
30 NEXT I

SPEED/ASM:
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48K APPLE II/II+ DOS 3.3

PRIC

Available at your local computer store

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COAR

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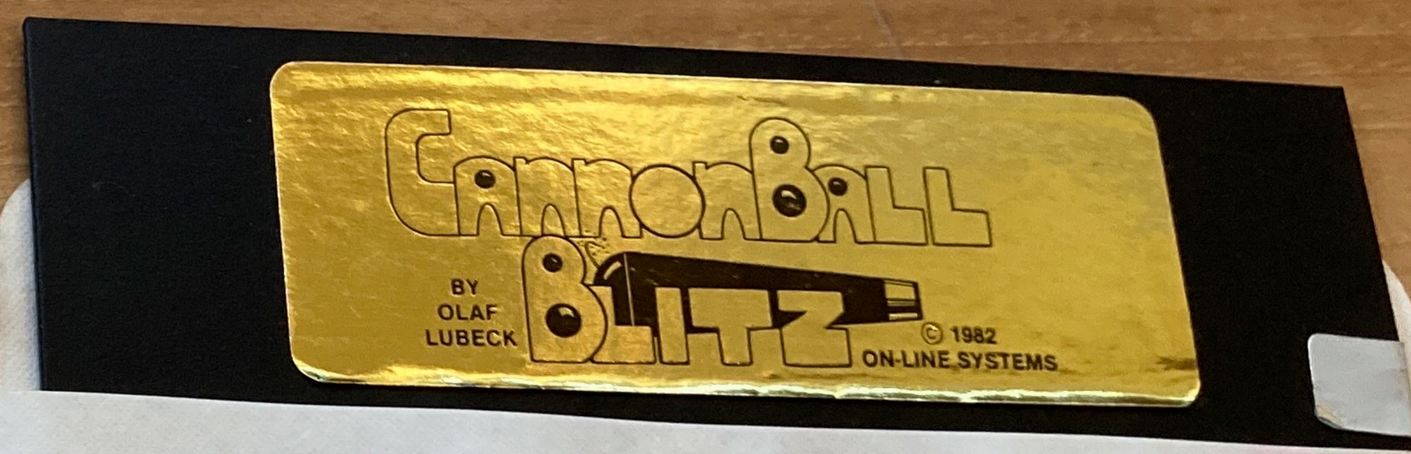
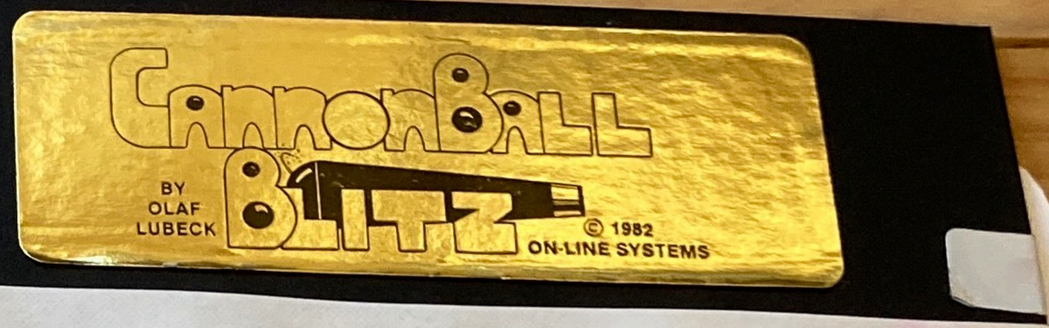
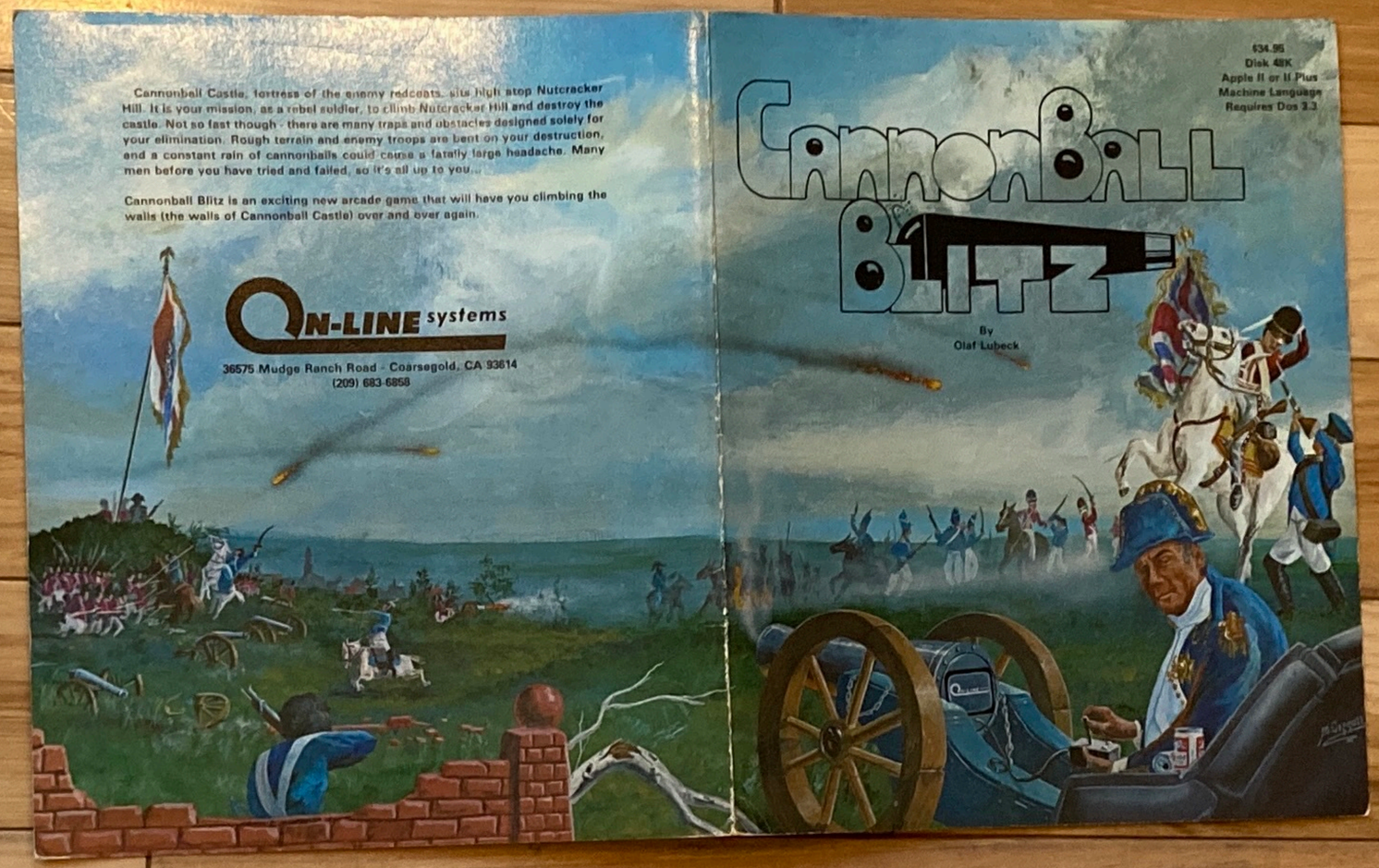


P23

Apple II or II Plus
Machine Language
Requires Dos 3.3
BALL


CANNONBALL
BLITZ
BY
OLAF
LUBECK
© 1982
ON-LINE SYSTEMS

P23



Cannonball Castle, fortress of the enemy redcoats, sits high atop Nutcracker Hill. It is your mission, as a rebel soldier, to climb Nutcracker Hill and destroy the castle. Not so fast though - there are many traps and obstacles designed solely for your elimination. Rough terrain and enemy troops are bent on your destruction, and a constant rain of cannonballs could cause a fatally large headache. Many men before you have tried and failed, so it's all up to you...

Cannonball Blitz is an exciting new arcade game that will have you climbing the walls (the walls of Cannonball Castle) over and over again.

OTHER FINE PRODUCTS BY ON-LINE systems

ACTION GAMES

CANNONBALL BLITZ
Cannonball Castle, fortress of the enemy redcoats, sits high atop Nutcracker Hill. Your mission as a rebel soldier is to climb Nutcracker Hill and destroy the castle. Rough terrain, enemy troops, and a barrage of cannonballs may keep you from completing your mission.
A revolutionary new game by Olaf Lubeck.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $34.95

CROSSFIRE
They've landed and are taking over the city. Steadily they're making their way across town, destroying everything in their paths. The town has been evacuated and your regiment has retreated leaving you alone in the city, at the mercy of the aliens. If you're going to live, you'll have to concentrate on where the shots are coming from and where you're going, because if you don't, you'll get caught in the CROSS FIRE.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $29.95
32K ATARI 400/800 DISK — PRICE $29.95
16K ATARI CASSETTE — PRICE $29.95

JAWBREAKER
This arcade game takes you to the candy store for a wild game of tag with some of the rowdiest playmates you'll find anywhere. If you can eat all the sweets, the bratty kids will stop bothering you and after a quick stop and a brushing of the teeth, it's off to the store for another day of sweets and tag.
24K ATARI 400/800 DISK — PRICE $29.95
16K ATARI 400/800 CASS — PRICE $29.95
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $29.95

LAFF PAK
CHUCKLES, our newest arcade genius, has come up with an arcade extravaganza that will make you hysterical. Travel through mine fields, chase giant spiders (and have them chase you) and guard a space station against enemy attack. When you see Laff Pak, we think you'll agree, Chuckles is a genius.
48K APPLE II/II+ DOS 3.3 — PRICE $34.95

MOUSKATTACK
It's an invasion! Mice and rats are everywhere, and they're out to get you. If mice don't scare you now, wait until you see SUPER RAT. An arcade game for one or two players by John Harris (author of the bestselling game JAWBREAKER). Joystick or Keyboard control.
24K ATARI 400/800 DISK — PRICE $34.95
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $34.95

MARAUDER
Others have promised it - but only ON-LINE SYSTEMS can deliver the ultimate in extraterrestrial invasion. In MARAUDER, you move through a barrage of lasers and bombs trying to land your ship on an alien planet. Once you land, the adventure really begins. Can you make your way through the vast corridors of the alien citadel to victory? Keyboard controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $ 34.95

MISSILE DEFENSE
In this arcade quality action game you command the nations missile defense center to protect The United States against a foreign missile attack. As missiles drop from the sky, you must shoot them while trying to protect your six cities and three missile bases. An automatically escalated skill level insures that the better you get, the tougher MISSILE DEFENSE gets! Paddle, joystick or keyboard controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $29.95

PEGASUS II
You are the pilot of the fighter PEGASUS II. Your mission: attack and destroy the enemy Gebellians. If you fail to destroy them completely, they will rise and take over your alliance of thirty worlds, making the universe unsafe for adventurers anywhere. PEGASUS II comes with utilities for you to define your own playing terrain. Paddle or joystick controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE 29.95

SABOTAGE
In this innovative game, you take command of a powerful gun base to shoot helicopters and aircraft out of the air. Beware! The opposing forces have plans to SABOTAGE your base. Can you defend yourself from the rain of bombs and paratroopers and keep your base in action? Paddle or keyboard controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $24.95

THRESHOLD
THRESHOLD is an arcade game with alien attackers galore. There are more monsters out there, in fact, than we expect that you'll ever even see. THRESHOLD was designed to be an arcade game that you won't get bored with, and that means a constantly changing game with a graduated skill level. More than that, THRESHOLD means constant fun. Paddle or joystick controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $39.95
40K ATARI 400/800 DISK — PRICE $39.95

"HI-RES" SIMULATIONS

HI-RES CRIBBAGE
HI-RES CRIBBAGE is a game designed to challenge even the best cribbage player. See if you can beat your computer as you play the classic card game in beautiful HI-RES color graphics. Watch your cards closely, or the computer may skunk you!
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $24.95

HI-RES FOOTBALL
Skill and strategy are combined as you call the plays and control the players in this exciting real-time action game. You can run, pass, kick, sack the quarterback or take out the defense - all in fully animated HI-RES graphics. Play against a human opponent or against the computer. Paddle controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $39.95

HI-RES SOCCER
HI-RES SOCCER is the only real-time soccer game available for your computer. All tackling, goal kicking, throwing, corner kicks, etc. are shown in full HI-RES graphics. This game features three levels of play, fully animated players, a real-time clock and HI-RES scoreboard. Play against a human opponent or against the computer. Paddle controlled.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $29.95

HI-RES ADVENTURES

MISSION: ASTEROID — HI-RES #0
MISSION: ASTEROID is designed to acquaint the beginning adventure player with the wonderful world of HI-RES Adventure. In this adventure you find that an asteroid is about to hit the Earth and destroy it. It is your mission, as an astronaut, to rocket to the asteroid and blow it up before it reaches the Earth.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $19.95
40K ATARI 400/800 DISK — PRICE $24.95

MYSTERY HOUSE — HI-RES #1
In this particular HI-RES Adventure game, you are transported to the front of a large, old victorian house. When you enter the house, you are pulled into the murder, mystery and intrigue and cannot leave until you solve the puzzles. Your friends are being murdered one by one. You must find out why, and who the killer is. Be careful, because the killer may find you!
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $24.95

THE WIZARD and the PRINCESS — HI-RES #2
In this HI-RES Adventure you find you must do battle against an evil wizard in order to save the life of a princess. To find the wizard and his castle you must first cross oceans, deserts, mountains, travel to an island and encounter many strange beasts. You will be forced to learn magic, navigate at sea and dig for treasure. This game should provide months of adventure.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $32.95
40K ATARI 400/800 DISK — PRICE $32.95

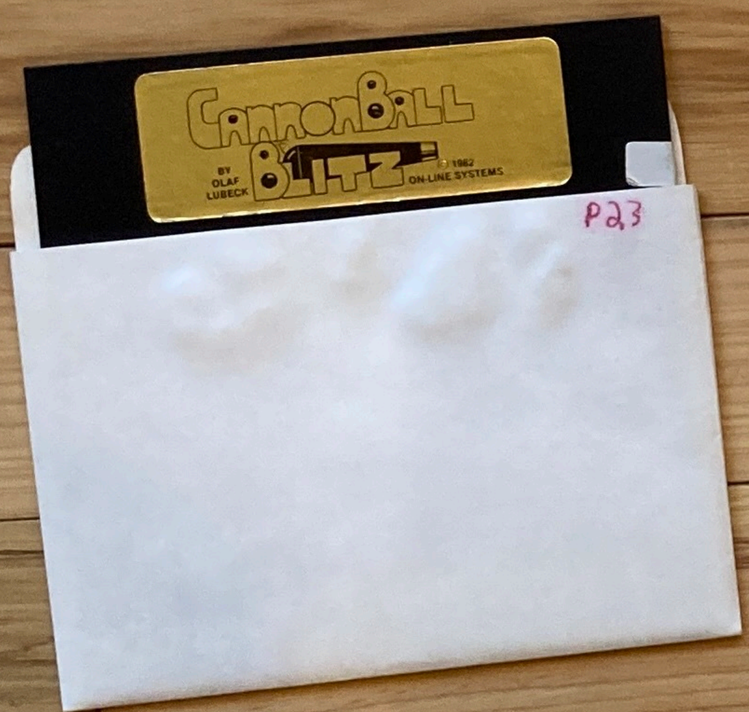
CRANSTON MANOR — HI-RES #3
In this HI-RES adventure, you explore the estate of the late old man Cranston and find the riches that are hidden throughout the manor and surrounding grounds. Be CAREFUL! Rumor has it that the disembodied spirit of the old man still roams the estate guarding his fortune. It will take a bold heart to complete this adventure.
48K APPLE II/II+ DOS 3.2 or 3.3 — PRICE $34.95

ULYSSES and the GOLDEN FLEECE — HI-RES #4
The setting is ancient Greece and you are Ulysses. The king has requested an audience with you, to assign you the task of retrieving the Golden Fleece and returning it safely to him. In your journey you will encounter many foes, and it will take a daring and skilled seaman to triumph. Cast off with ULYSSES and see if you can find the GOLDEN FLEECE.
48K APPLE II/II+ DOS 3.3 — PRICE $34.95
40K ATARI 400/800 DISK — PRICE $34.95

TIME ZONE — HI-RES #5
TIME ZONE is the end result of the most intense project that ON-LINE SYSTEMS has ever embarked on. TIME ZONE is a multiple disk (six disks both sides) HI-RES Adventure game that is unmatched by any other adventure on any computer. TIME ZONE takes you back to the time when dinosaurs walked the Earth and lets you meet the likes of BEN FRANKLIN, CAESER, and ROBIN HOOD. TIME ZONE shows you the future where something is very, very wrong. If you have the courage, TIME ZONE will put you in a position to stop a war that could mean the end of the Earth; a war that takes place thousands of years in the future. TIME ZONE means the very best in HI-RES Adventuring by the APPLE's number one selling authoress ROBERTA WILLIAMS. This game should take over a year to play. TIME ZONE is for the skilled adventurer only.
48K APPLE II/II+ DOS 3.3 — PRICE $99.95

SOFTPORN
Your computer creates the fantasy world of LOST VAGUENESS complete with slot machines, black jack programs and everything else one would expect in an adventure game, plus several new twists and surprises. Your objective? Find and seduce 3 girls! SOFTPORN IS FOR ADULTS ONLY !!!!!
48K APPLE II/II+ or APPLESOFT in ROM DOS 3.2 or 3.3 — PRICE $29.95
40K ATARI 400/800 DISK — PRICE $29.95

ULTIMA II - REVENGE OF THE ENCHANTRESS
Lord British has done it again. ULTIMA II continues the saga of good against evil and gives you the chance to change the future. Your goal is to destroy the enchantress Minax. She is somewhere in time and it is up to you to find her. The future of the world is in your hands.
48K APPLE II/II+ DOS 3.3 — PRICE $54.95



CANNONBALL BLITZ

A Revolutionary New Arcade Game
by Olaf Lubeck

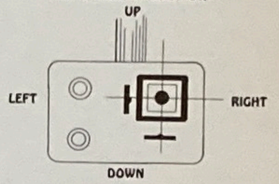
From the banner page . . .

Press either [K] for keyboard or [J] for

For Keyboard Control:

- [A] is up.
- [Z] is down.
- [→] is right.
- [←] is left.
- [space bar] is to jump.

For Joystick Control:



(Press button Ø to jump)

At the beginning of the game you receive three s. The number of s you have at any time in the game will appear as a number in the top left hand corner.

To define your own keyboard control, press the "D" key after the banner page.
To remove the sound, press the "CTRL" key and the "S" key simultaneously.
To freeze the play, press "ESC" key once. To resume play, press the "ESC" key again.

You are the . Your mission . . . to capture and destroy the enemy s . But they don't give up their s easily. They send down a barrage of s and s - all designed to give you a terrible . To aid you in quest of the enemies' , you can use the or the to help you.

On the second screen, your mission is to make holes in the platforms all the way to the top of the screen and knock them out from under the . Your must cross over the trapdoors to make a hole. Beware of the s! A can be destroyed with a , or with enough skill, your can jump them. Your may also take advantage of the many s to help him to the top.

On the third screen, your mission once again is to capture the 's . This time there are elevators to assist you. You are allowed three s, and then the game is over.

SCORING

At the completion of each level, a bonus is awarded according to the time it takes you to complete that particular level.

1st level - 200 for jumping a cannonball.

2nd level - Hit a cannon with a hammer, 200 points.
The same goes for making a hole, 200 points. At completion of the 2nd screen, you receive an additional man.

3rd level - 200 for hitting a cannon with a hammer. Jumping from platform to platform is 100 points, and jumping from platform to elevator is 100 points.

ENJOY THE GAME!

ON-LINE systems
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Coarsegold, CA 93614
(209) 683-6858

CBG 001

BUSINESS

The DICTIONARY
There are many spelling verification packages on the market, but none offer all the power of The DICTIONARY. The DICTIONARY not only checks the spelling in your document, but helps you correct mistakes that are found by offering you different spellings of a word. This special "word search" feature lets you proof your spelling without ever opening an "old-fashioned" dictionary. The DICTIONARY supports over 25,000 words with over 5,000 more for you to define. Check out The DICTIONARY and find out how it can help make your word processing error free.
48K APPLE II/II+ DOS 3.3 PRICE $99.95

The GENERAL MANAGER
Now you have the power of a mainframe available for your APPLE. The GENERAL MANAGER is a data base system designed after large mainframe data base systems with one large difference, you don't have to be a programmer to understand and use it. The GENERAL MANAGER is the user friendliest, easiest accessed, most powerful data base management program available for the APPLE II/II+. The GENERAL MANAGER allows you to design and maintain your own data base quickly and easily. The GENERAL MANAGER is designed to allow you to use your data base with any word processor, mailing list data base or accounting package that uses standard DOS. Get The GENERAL MANAGER and see how productive you can make yourself and your APPLE.
48K APPLE II/II+ DOS 3.3 PRICE $149.95

SCREENWRITER II
SCREENWRITER II is an easy to use totally software based complete word processor for the APPLE II/II+. No need to buy expensive hardware to get the features that SCREENWRITER II offers, such as true upper and lower case, seventy columns on the screen, and a keyboard buffer. SCREENWRITER II does all that at no additional cost to you. SCREENWRITER II also does boldfacing, underlining, macros, global search and replace, form letters, support of multiple disk drives, automatic generation of up to four seperate indices, and much more. SCREENWRITER II is supported by the DICTIONARY and The GENERAL MANAGER. Together they make a complete business system for your home or office.
48K APPLE II/II+ DOS 3.3 PRICE $129.95

UTILITIES

THE ARTIST
The ARTIST is a complete graphics and animation package for the APPLE II/II+. Designed by Ken Williams and Warren Schwader, this package includes many routines used in ON-LINE games such as THRESHOLD, CROSSFIRE, MOUSKATTACK, and our HI-RES Adventure series. Also included is a character set editor, a zoom lens (for pinpoint accuracy in HI-RES graphics), 21 color fast fill routines, a shape table maker, quick byte move routines, and full complete documentation. This package can be used to make beautiful HI-RES graphic pictures and quick, colorful arcade games. Take a look at The ARTIST and see what it can do for you.
48K APPLE II/II+ DOS 3.3 PRICE $79.95

EPF IV
EPF IV (Extended programming facility) is a program development and data management utility which brings mainframe programming features to the APPLE II. The data management function allows you to perform file requests by single key entries to an alphabetized catalog display. The APPLESOFT basic editor operates as a full screen editor. Forget the line numbering. With single key entries you may move quickly through your program text. In addition to all the standard edit features, EPF IV gives you auto-renumber, find/change, block move, copy and delete, cross references of variables and line numbers and edit-time label basic.
48K APPLE II/II+ DOS 3.2 or 3.3 PRICE $79.95

EXPEDITER II+
Provides an easy means by which Applesoft BASIC programs written for the APPLE II/II+ computer may be translated into machine language. As a result, the compiled version of the program will normally execute two to twenty times faster. All features of Applesoft are fully supported including the use of HI-RES graphics, shape tables, LO-RES graphics, defined functions and DOS commands. Debugging of compiled code is aided through use of such tools as TRACE capabilities and complete symbol table listings. Extensive use is made of pre-existing routines within the Applesoft ROM. A special "MEMORY COMPRESSION" feature minimizes the memory required by compiled machine code. There is no additional syntax to learn and most compilations can be performed with one simple command.
48K APPLE II/II+ APPLESOFT in ROM DOS 3.2 or 3.3 PRICE $134.95

LISA 2.5
ASSEMBLY LANGUAGE DEVELOPMENT SYSTEM FOR APPLE COMPUTERS
LISA 2.5 is a proven method for 6502 Assembly language development that has been in use in the homes and offices of both novice and professional programmers for over two and a half years. LISA 2.5 is by far the most popular assembler ever developed for the APPLE and is endorsed by masters of the field such as Steve Wozniak, Jay Sullivan, Ken Williams, Olaf Lubeck, Mark Pelczarski and Randy Hyde.

LISA 2.5 is complete and easy to use. The commands for programming procedures are easy to learn and the assembly is quick (20,000 lines a minute). The LISA 2.5 assembler uses over 30 pseudo opcodes (which turn your APPLE II into a 16 bit machine, requiring less code to perform a desired task); more extended mneumonics (a greater memory aid) and more commands which allow the flexible use of DOS. LISA 2.5 will support your 16K extension board if it is present.
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